COLOR DREAMS

INSTRUCTION MANUAL

P'RADIKUS CONFLICT

P'RADIKUS CONFLICT CONTROL SUMMARY

ACTION MODE

Up: Forward thrust
Down: Stop forward motion
Left: Rotate left
Right: Rotate right
Start Button: Toggle pause mode.
Select Button: Enter/Exit computer mode.
Button A: Fire primary weapon.
Button B: Fire/use secondary weapon.

COMPUTER MODE

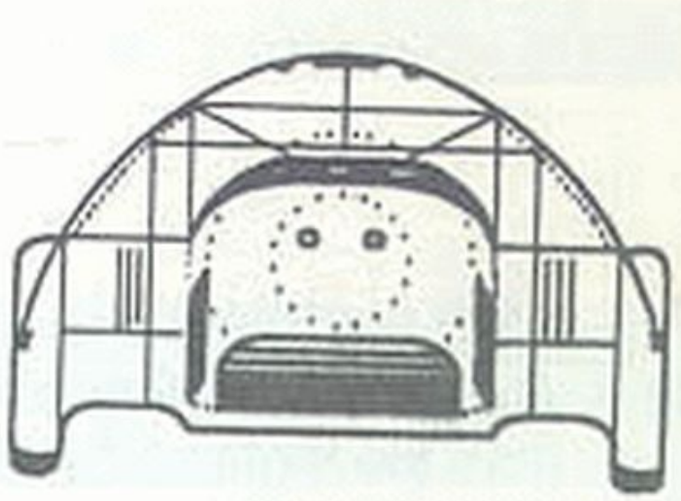
Up and Down Keys: Move cursor on the control panel.
Start Button: Not used.
Select Button: Enter action mode.
Button A: Select or execute a Control Function.
Button B: Exit current menu.

SPECIAL WEAPONS & OTHER OBJECTS

Electra Armor: Protects from damage, but vaporizes in the process.
Defense Shields: Protects from damage until power plant malfunctions.
Fuel: Powers your engines. The game ends if you run out of fuel.
Power Plant: Powers your defense shields.
Drive #: (1-5) the higher the number the faster your ship will travel and the less fuel you will consume.

P'RADIKUS CONFLICT

I. INTRODUCTION - Empire of Destruction.



Many years ago the planet P'radikus was visited by a peaceful, highly advanced race of people known as the Lextorians. What they encountered when exiting their starship forever changed the course of history for the entire galaxy. P'radikus was inhabited by numerous uncivilized tribes constantly at war with one another. Endless combats had kept them from any technological advancement for thousands of years. Since the Lextorians believed only in peace and not war, they refused to put up a fight and were soon exterminated.

Although the natives of P'radikus were warlike and uncivilized, in time they figured out how to fly the starship and began to expand their war throughout the galaxy. They brutally attacked and plundered every world they came in contact with. Through violence and enslavement they were able to steel some of the most advanced technology in the galaxy.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo®system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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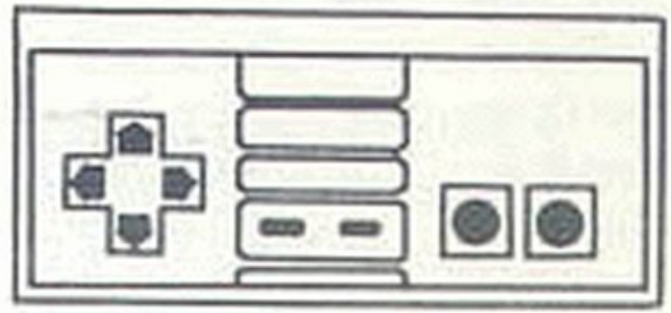
II. CONTROLLING YOUR STAR FIGHTER

Your Star fighter has two different modes of control: action mode and computer mode.



A. ACTION MODE

Up:	Forward thrust.
Down:	Stop forward motion.
Left:	Rotate counter clockwise.
Right:	Rotate clockwise.
Start Button:	Pauses and restarts the game.
Select Button:	Activate computer mode.
Button A:	Fire primary weapon.
Button B:	Fire/use secondary weapon.

Your overall condition is indicated by the color and flash/blink rate of your ship:

Flash Rate	Color	Ship Condition
Slow	Green	Star Fighter is in top shape
Medium	Yellow	Damaged
Fast	Red	Severely damaged

II. CONTROLLING YOUR STAR FIGHTER (Continued)
B. COMPUTER MODE

Up and Down Keys:	Move cursor up and down on the control panel.
Start Button:	Not used in computer mode.
Select Button:	Enter Action mode.
Button A:	Select or Execute a function.
Button B:	Exit current menu.

MAP

Use the map function to activate the targeting compass to select the appropriate planet (be sure to hit the "A" Button when the planet is correctly targeted, otherwise the compass will not home correctly).

WARP

This function allows you to warp to different planets and star systems.

SCAN

When orbiting, this function will display the planet sector map. When you land, this will show all of the active gun locations on the current station or planet.

III. GAME PLAY

Like wild fire, the P'Radikus empire continued to spread and it is only a matter of time before they reach our world. Facing this impending encounter, the elders have been training you since childhood for only one specific task: rid the galaxy of the P'radikus dominance once and for all. With your mental and physical skills honed to perfection, you and your starship are now as one. YOU must attack their many outposts and destroy their home planet. It is up to you!

Your main computer is in constant communication with the Crystalline computers of Telestron. From Telestron's master information network you will receive instructions for your various missions.

III. GAME PLAY (Continued)

On each mission you will be fighting many enemy craft and earn credits for destroying them. If you survive these challenges, you will have a chance to destroy their outposts on the planets.

After a successful mission you will discover useful objects and clues to help you continue your quest. You will also receive credits from thankful alien groups for freeing them. With these funds you will be able to purchase items needed to defeat the empire. Only by locating the sophisticated TOSON DRIVE can your ship have the warping ability to reach P'Radikus. Many have tried to destroy P'Radikus... it is said that only the weapon known as the THUNDERBOLT will be able to penetrate its planetary defense shields.

IV. WEAPONS

PRIMARY WEAPONS (Activated by pressing the A Button):

Cannon: This is the standard weapon your star fighter is equipped with.
Atomic Cannon: Slightly more powerful.
Photon Laser: More powerful than either cannon weapons.
Neutron Laser: Most powerful primary weapon.

SECONDARY WEAPONS (Activated by pressing the B Button):

Cloaking Device: Makes you invisible to all enemy craft.
E.M.P. Shock Wave: Temporarily immobilizes enemy craft.
Missiles: Will automatically seek and destroy any enemy in sight.
Mines: These are stationary explosives that inflict heavy damage.
THUNDERBOLT: Destroys almost anything in its path.

V. SHIELD AND FUEL

These additional items can be purchased under the computer mode:

Electra Armor: Protects from damage but vaporizes on first hit.

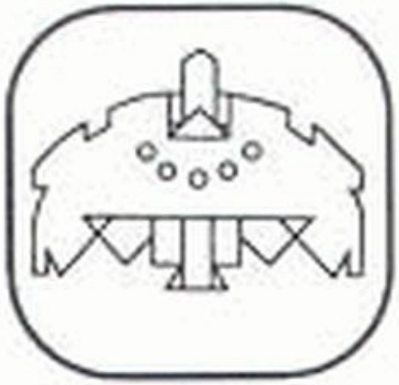
Defense Shields: Protects from damage until power plant malfunctions.

Fuel: Powers your engines. The game ends if you run out of fuel.

Power Plant: Powers your defense shields.

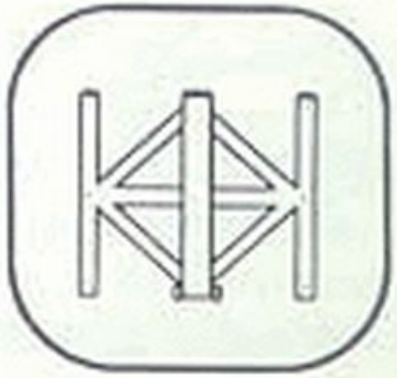
Drive #(1-5): The higher the number, the faster your ship will travel and the less fuel you will consume.

VI. ENEMY CRAFT

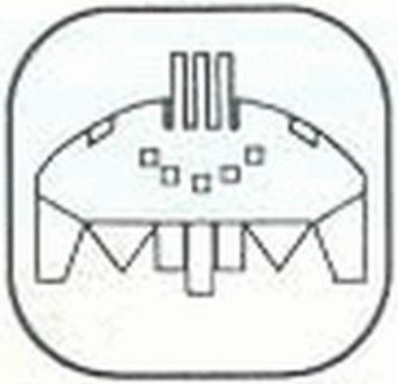


ARMED TRANSPORT
VESSEL

RECONNAISSANCE
D-14

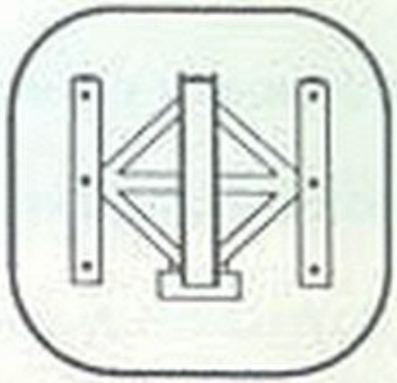


ANDAN
LIGHT CRUISER

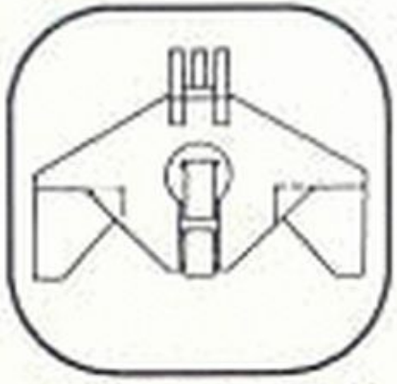


BATTLE CRUISER

RECONNAISSANCE
D-12

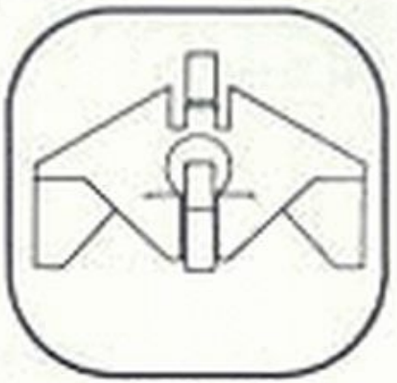


ANDAN
HEAVY CRUISER



MIDGE FIGHTER

SCOUT SHIP



STELLAR
CANNON CRUISER

VII. GAME PLAYING HINTS:

1) Get more shielding as soon as possible, you will definitely need it.

2) Travel to the many star systems to find objects and clues.

3) Destroy enemy planets and space stations to earn credits faster.

4) Use the cloaking device when on the planet's surface.

5) You do not have to stop your ship to land on the surface of planets; just fly near it and hit select to enter computer mode.

6) Turret guns may only be destroyed when they are open, unless of course you have the THUNDERBOLT.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES®with respect to the receiver.
- Move the NES®away from the receiver.
- Plug the NES®into a different outlet so that NES®and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

P'RADIKUS CONFLICT EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE #(Optional): (____)____-_____

(CIRCLE THE APPROPRIATE CHOICES.)

1) DID YOU PURCHASE THIS GAME BECAUSE OF: A B C D E F

A) HEARD IT FROM A FRIEND
B) A MAGAZINE AD
C) A MAGAZINE REVIEW
D) ATTRACTIVE PACKAGING
E) LOWER PRICE
F) OTHER: _____

2) WHERE DID YOU PURCHASE THIS GAME? A B C D E F

A) DEPARTMENT OR CHAIN STORE
B) TOY STORE OR HOBBY SHOP
C) VIDEO RENTAL STORE
D) MAIL ORDER
E) FLEA MARKET
F) OTHER: _____

3) HOW MANY COLOR DREAMS GAMES DO YOU OWN: 1 2 3 4 5&UP

(GRADING SCALE: A:EXCELLENT B:GOOD C:AVERAGE D:POOR F:BAD)

4) GAME'S OVERALL ENTERTAINMENT VALUE A B C D F
5) PLAY ACTION A B C D F
6) GRAPHICS (COLOR, DESIGN, ANIMATION) A B C D F
7) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) A B C D F
8) DIFFICULTY LEVEL (A: TOO EASY ... F: TOO HARD) A B C D F

PLACE STAMP HERE

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BREA, CA. 92621

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